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Amendments to the Claims

1. (currently amended) A system for simulating machine instructions on a host machine comprising:

a monitor that translates the machine instructions into translated code, the monitor modifying original values in a descriptor table to prevent the translated code from being accessed, thereby preventing the translated code from being modified and prevents the translated code from being modified;

a virtual machine that executes the translated code stored in memory; and

a kernel that detects exceptions occurring in the virtual machine and transfers control between the virtual machine and the monitor according to a type of the exceptions,

wherein an operating system executing on the host machine also supports a full platform simulator that includes device models.

- 2. (canceled)
- 3. (original) The system of claim 1 wherein the translated code and the original machine instructions access the memory using the same addresses.
- 4. (original) The system of claim 1 wherein the monitor further includes an auxiliary simulator that executes the machine instructions.
- 5. (original) The system of claim 1 wherein the monitor replaces one of the machine instructions with a capsule if the machine instruction accesses a system state of a central processing unit of the host machine.
 - 6. (canceled)

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- 7. (currently amended) The system of claim 6 wherein the monitor modifies the descriptor table to remove a portion of [[the]] a segment that overlaps with the memory storing the translated code.
- 8. (currently amended) The system of claim 6 wherein the monitor modifies the descriptor table to replace [[the]] a segment with a substitute segment, which, when accessed, causes an exception to be generated.
- 9. (currently amended) A method of simulating machine instructions on a host machine comprising:

translating the machine instructions into translated code;

storing the translated code in memory;

executing the translated code;

preventing the translated code from being modified;

detecting exceptions in the execution of the translated code; and

transferring control to an appropriate simulation module on the host machine according to a type of the exceptions,

wherein an operating system executing on the host machine also supports a full platform simulator that includes simulation modules and device models.

- 10. (original) The method of claim 9 further comprising simulating a device.
- 11. (currently amended) The method of claim 9 further comprising accessing memory by the translated code using [[the]] a same set of [[same]] addresses as [[the]] a set of addresses used by the original machine instructions.
- 12. (original) The method of claim 9 further comprising replacing one of the machine instructions with a capsule if the machine instruction accesses a system state of a central processing unit of the host machine.

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- 13. (original) The method of claim 9 further comprising modifying a descriptor table to prevent the translated code from being modified, the descriptor table including attributes of a segment of the memory.
- 14. (currently amended) The method of claim 13 further comprising modifying the descriptor table to remove a portion of [[the]] a segment that overlaps with the memory storing the translated code.
- 15. (original) The method of claim 13 further comprising modifying the descriptor table to replace the segment with a substitute segment, which, when accessed, causes an exception to be generated.
- 16. (currently amended) A computer program product residing on a computer machine readable medium comprising instructions for causing a host machine the computer to:

translate [[the]] a set of machine instructions into translated code;

store the translated code in memory;

execute the translated code;

prevent the translated code from being modified;

detect exceptions in the execution of the translated code; and

transfer control to an appropriate simulation module on the host machine according to a type of the exceptions,

wherein an operating system executing on the host machine also supports a full platform simulator that includes device models.

- 17. (currently amended) The computer program product of claim 16 further comprising instructions for causing the computer host machine to simulate a device.
- 18. (currently amended) The computer program product of claim 16 further comprising instructions for causing the computer host machine to access memory by the

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translated code using [[the]] a same set of [[same]] addresses as [[the]] a set of addresses used by the original machine instructions.

- 19. (currently amended) The computer program product of claim 16 further comprising instructions for causing the computer host machine to replace one of the machine instructions with a capsule if the machine instruction accesses a system state of a central processing unit of the host machine.
- 20. (currently amended) The computer program product of claim 16 further comprising instructions for causing the computer host machine to modify a descriptor table to prevent the translated code from being modified, the descriptor table including attributes of a segment of the memory.
- 21. (currently amended) The computer program product of claim 20 further comprising instructions for causing the eemputer host machine to modify the descriptor table to remove a portion of [[the]] a segment that overlaps with the memory storing the translated code.
- 22. (currently amended) The computer program product of claim 20 further comprising instructions for causing the eemputer host machine to modify the descriptor table to replace [[the]] a segment with a substitute segment, which, when accessed, causes an exception to be generated.